

CHARACTER NAME: **Gank Willa 08** PLAYER NAME: **phinn**
 SPECIES: **Gank** CAREER: **Engineer**
 SPECIALIZATIONS: **Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech**

CHARACTERISTICS

3	5	5	4	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

ATTRIBUTES

WOUND 26	STRAIN 18 <small>Suffer 2 less strain (min. 1)</small>	SOAK 5	CRITICAL INJURIES <table border="1"> <thead> <tr> <th>RESULT</th> <th>SEVERITY</th> </tr> </thead> <tbody> <tr><td></td><td>◆◆◆◆</td></tr> <tr><td></td><td>◆◆◆◆</td></tr> <tr><td></td><td>◆◆◆◆</td></tr> <tr><td></td><td>◆◆◆◆</td></tr> </tbody> </table>	RESULT	SEVERITY		◆◆◆◆		◆◆◆◆		◆◆◆◆		◆◆◆◆
RESULT	SEVERITY												
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DEFENSE <table border="1"> <tr> <td>0</td> <td>0</td> </tr> <tr> <td>RANGED</td> <td>MELEE</td> </tr> </table>			0	0	RANGED	MELEE							
0	0												
RANGED	MELEE												

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)		1	◆◆◆◆◆
Athletics (Br)	✓	1	◆◆◆◆◆
Charm (Pr)		-	◆◆◆◆◆
Coercion (Wil)		-	◆◆◆◆◆
Computers (Int)	✓	5	◆◆◆◆◆◆◆
Cool (Pr)		-	◆◆◆◆◆
Coordination (Ag)	✓	1	◆◆◆◆◆
Cybernetics (Int)	✓	-	◆◆◆◆◆
Deception (Cun)		-	◆◆◆◆◆
Discipline (Wil)		5	◆◆◆◆◆◆◆
Leadership (Pr)		-	◆◆◆◆◆
Mechanics (Int)	✓	5	◆◆◆◆◆◆◆
Medicine (Int)	✓	4	◆◆◆◆◆◆◆
Negotiation (Pr)		-	◆◆◆◆◆
Perception (Cun)	✓	5	◆◆◆◆◆◆◆
Piloting - Planetary (Ag)		-	◆◆◆◆◆
Piloting - Space (Ag)	✓	1	◆◆◆◆◆
Resilience (Br)		-	◆◆◆◆◆
Skulduggery (Cun)	✓	5	◆◆◆◆◆◆◆
Stealth (Ag)	✓	1	◆◆◆◆◆

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	✓	3	◆◆◆◆◆◆◆
Survival (Cun)	✓	1	◆◆◆◆◆
Vigilance (Wil)	✓	2	◆◆◆◆◆

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	-	◆◆◆◆◆
Gunnery (Ag)		-	◆◆◆◆◆
Lightsaber (Br)		-	◆◆◆◆◆
Melee (Br)		-	◆◆◆◆◆
Ranged - Heavy (Ag)		-	◆◆◆◆◆
Ranged - Light (Ag)	✓	5	◆◆◆◆◆◆◆

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)		-	◆◆◆◆◆◆◆
Education (Int)	✓	1	◆◆◆◆◆◆◆
Lore (Int)	✓	-	◆◆◆◆◆◆◆
Outer Rim (Int)		1	◆◆◆◆◆◆◆
Underworld (Int)	✓	1	◆◆◆◆◆◆◆
Warfare (Int)	✓	1	◆◆◆◆◆◆◆
Xenology (Int)		1	◆◆◆◆◆◆◆

NOTES

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DESCRIPTION

GENDER: *Female*AGE: *24*HEIGHT: *5'5*BUILD: *Plastic*HAIR: *None*EYES: *Teal*

NOTABLE FEATURES

OBLIGATIONS

5

FAMILY

BACKGROUND

BEGINNINGS

Comfortable with Tech

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

The Accidental Rebel

NOTES

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EXPERIENCE

TOTAL XP

2220

EARNED XP

2110

USED XP

2220

UNUSED XP

0

ACQUIRED XP

SPECIES FEATURES

Skills

Vigilance












Ganks may begin the game with one rank in Vigilance.

Cybernetics

Cyborg

Ganks may begin play with up to two cybernetic implants that cost up to 5,000 credits. Extra credits for obligation may be applied to purchase these cybernetics.

TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Bad Motivator	--	Action	Mechanic	Once per game session, may take a Bad Motivator action; make a Hard (◆◆◆) Mechanics check to cause one targeted device to spontaneously fail.
Blooded	1	Passive	Cybernetic Respirator	Add  per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded to a minimum of 1.
Construction Specialist	2	Passive	Sapper	Remove  equal to ranks in Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.
Contraption	--	Action	Sapper, Mechanic	Once per session, take Contraption action; make a Hard (◆◆◆) Mechanics check to fashion a device to solve a current problem using just the tools and parts on hand.
Cyberneticist	2	Passive	Cyber Tech	Remove  per rank of Cyberneticist from checks to build, repair, and install cybernetic implants. Cybernetics cost 50% less.
Dedication	6	Passive	Sapper, Scientist, Saboteur, Cyber Tech, Mechanic, Outlaw Tech	Gain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristics: Presence +2, Agility +1, Cunning +2, Brawn +1
Defensive Stance	1	Maneuver	Outlaw Tech	Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
Durable	4	Passive	Sapper, Cyber Tech	May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
Enduring	1	Passive	Mechanic	Gain +1 soak value.
Engineered Redundancies	--	Passive	Cyber Tech	Gain the ability to use emergency repair patches to heal. Additionally, can be healed with Mechanics checks.
Eye for Detail	1	Incidental	Cyber Tech	After making a Mechanics or Computers check, may suffer strain up to ranks in Eye for Detail to convert that many  to  .
Fine Tuning	2	Passive	Mechanic	When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.
Gearhead	2	Passive	Mechanic	Remove  per rank of Gearhead from Mechanics checks. Have the credit cost to add mods to attachments.
Grit	6	Passive	Sapper, Saboteur, Mechanic, Outlaw Tech	Gain +1 strain threshold
Hidden Storage	1	Passive	Scientist	Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.
Improved Overcharge	--	Passive	Cyber Tech	May spend  or  from Overcharge action to immediately take another action.
Improvised Defenses	--	Action	Sapper	May make an Average (◆◆) Survival check to fashion small defenses. It providing cover for up to 4 characters for the rest of encounter.
Improvised Detonation	--	Action	Sapper	Once per session, make a Hard (◆◆◆) Mechanics check to perform the Improvised Detonation action and build an explosive device, dealing damage equal to ranks in Intellect + ranks in Mechanics +  .
Improvised Position	--	Action	Sapper	The character may make a Hard (◆◆◆) Mechanics check to construct a secure position. This provides cover for the group and its vehicles.
Inventor	3	Passive	Scientist, Outlaw Tech	When constructing new items or modifying existing attachments, add  or remove  per rank of Inventor.
Jury Rigged	1	Passive	Outlaw Tech	Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

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TALENTS (Cont)

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Knowledge Specialization	1	Passive	Scientist	When acquired, choose 1 Knowledge skill. When making that skill check, may spend 1 result to gain additional successes equal to ranks in Knowledge Specialization. Selected Skill: Outer Rim
Known Schematic	--	Maneuver	Sapper	Once per session, may perform the Known Schematic maneuver; make a Hard (◆◆◆) Knowledge (Education) check . Success grants familiarity with a building or ship's design.
Master Demolitionist	--	Action	Sapper	When resolving an attack from a personal explosive or ordnance weapon, may spend 1 or 2 to have the weapon's Blast quality act at short range, or medium if it already acts at short.
Master Grenadier	--	Passive	Sapper, Saboteur	Decrease the 1 cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.
Mental Fortress	--	Incidental	Scientist	Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.
More Machine Than Man	4	Passive	Cyber Tech	Increase cybernetic implant cap by 1 per rank of More Machine than Man.
Natural Scholar	--	Incidental	Scientist	Once per session, may reroll any 1 Knowledge skill check.
Natural Tinkerer	--	Incidental	Mechanic	Once per session, may reroll any 1 Mechanics check.
Overcharge	--	Action	Cyber Tech	Once per encounter, may use the Overcharge action. Make a Hard (◆◆◆) Mechanics check . On success one installed cybernetic provides additional benefits. On 2, overcharged cybernetic shorts out.
Powerful Blast	4	Passive	Sapper, Saboteur	Increase Blast damage dealt by explosives, explosive weapons, and grenades by +1 per rank of Powerful Blast.
Rapid Recovery	2	Passive	Saboteur	When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
Researcher	2	Passive	Scientist	Remove 1 per rank of Researcher from all Knowledge checks. Reserching a subject takes half the time.
Resolve	2	Passive	Saboteur	When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.
Respected Scholar	1	Passive	Scientist	May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.
Second Wind	2	Incidental	Saboteur	Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
Selective Detonation	2	Incidental	Saboteur	When using a weapon with the Blast quality spend 1 to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.
Side Step	1	Maneuver	Outlaw Tech	Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.
Solid Repairs	3	Passive	Mechanic, Outlaw Tech	The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.
Speaks Binary	3	Passive	Scientist, Outlaw Tech	When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.
Stroke of Genius	--	Incidental	Scientist	Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.
Strong Arm	--	Passive	Sapper	Treat thrown weapons as if they had 1 greater range.
Surgeon	2	Passive	Cyber Tech	When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.
Time to Go	--	Maneuver	Saboteur	The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.
Tinkerer	4	Passive	Scientist, Outlaw Tech	May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
Toughened	7	Passive	Sapper, Saboteur, Cyber Tech, Mechanic, Outlaw Tech	Gain +2 wound threshold.
Utility Belt	--	Incidental	Sapper, Scientist, Cyber Tech, Outlaw Tech	Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.

SIGNATURE ABILITIES

ABILITY	UPGRADE	PURCHASED	DESCRIPTION
Unmatched Calibration	Unmatched Calibration Base Ability	1	Once per game session as an incidental, the character may spend 2 Destiny Points to reroll up to two dice in the character's dice pool. Unmatched Calibration cannot be used on a 0.

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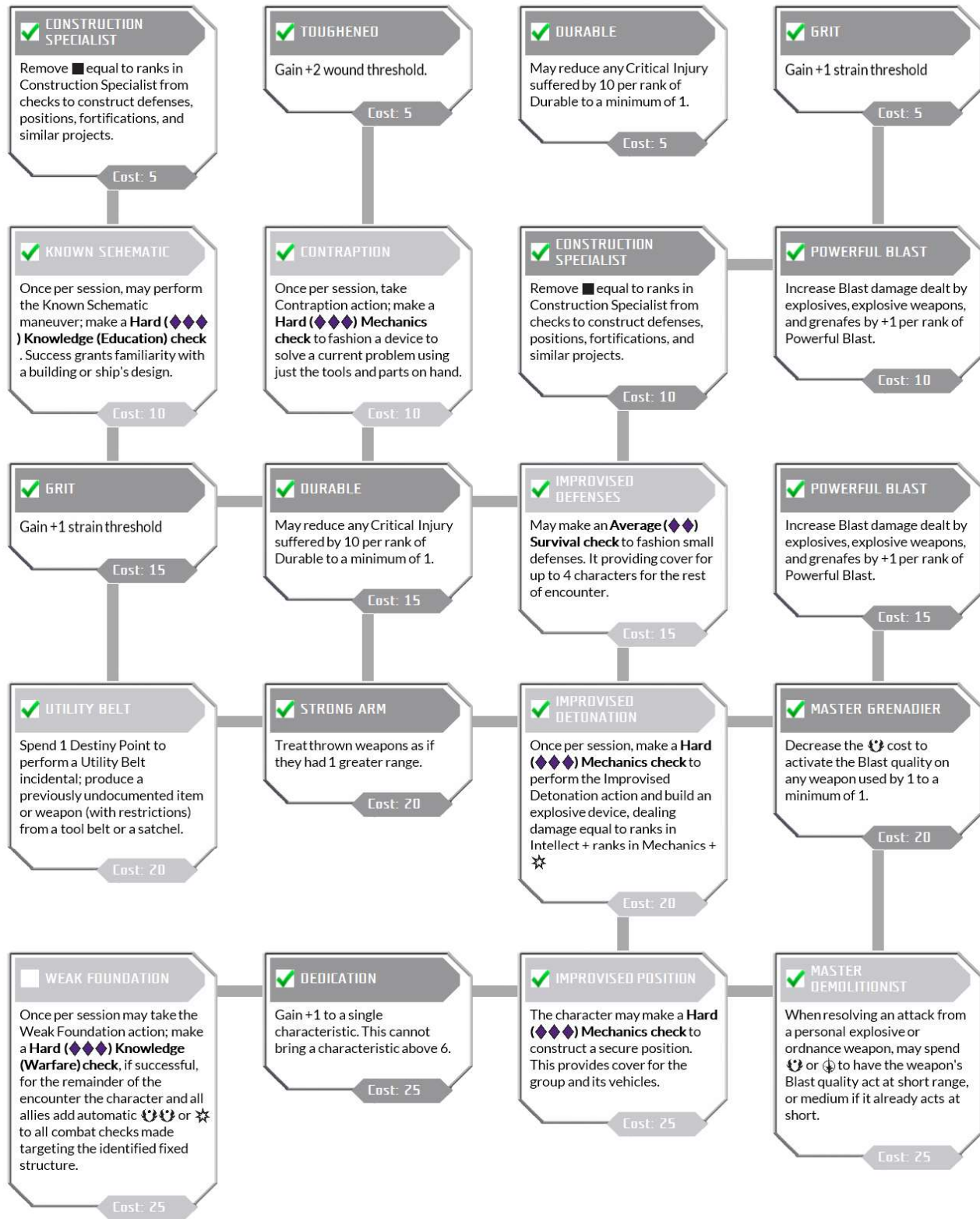
SIGNATURE ABILITIES (Cont)

ABILITY	UPGRADE	PURCHASED	DESCRIPTION
Unmatched Calibration	Increase Number	1	Unmatched Calibration affects one additional die per Increase Number upgraded purchased.

NOTES

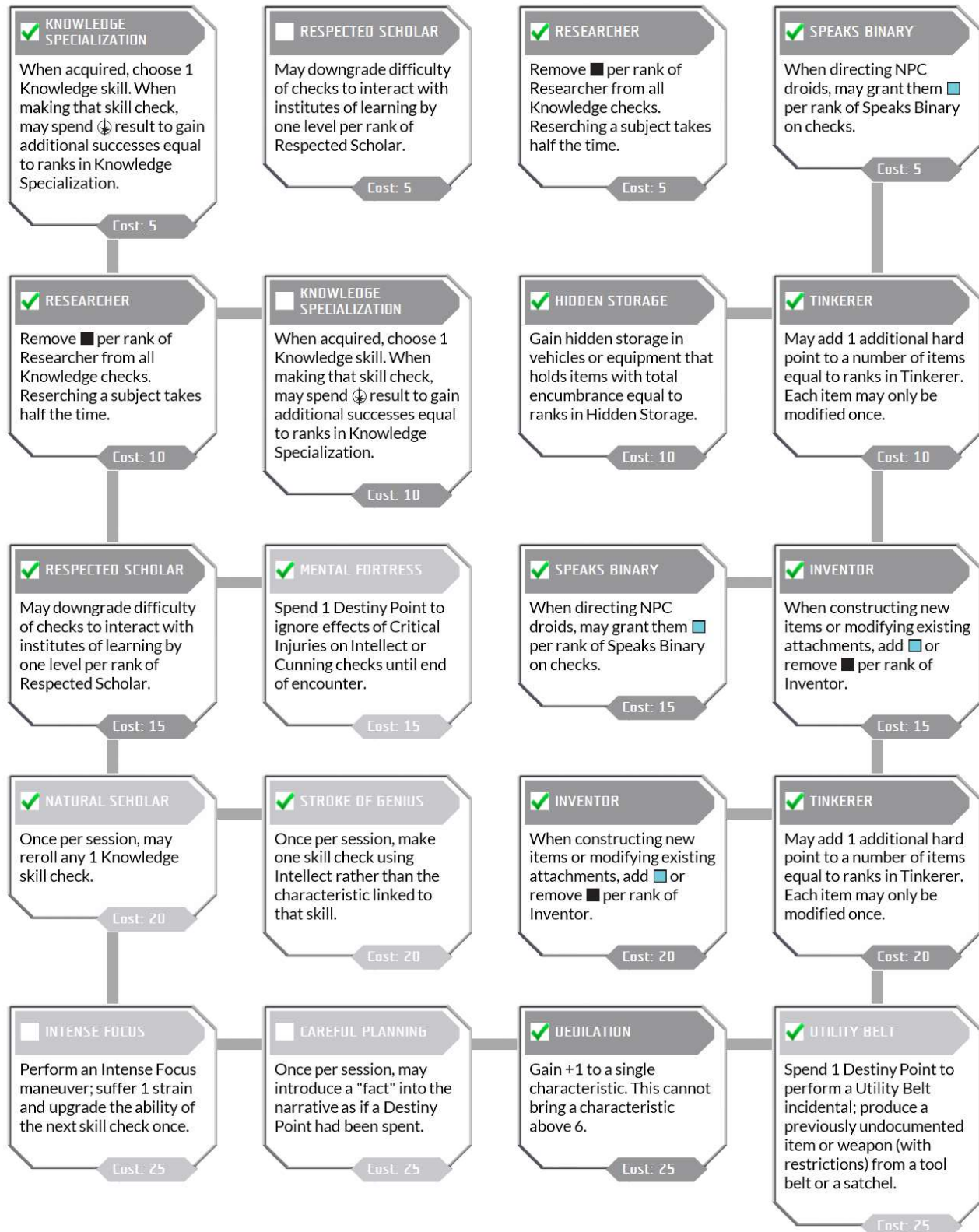
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SAPPER TALENT TREE



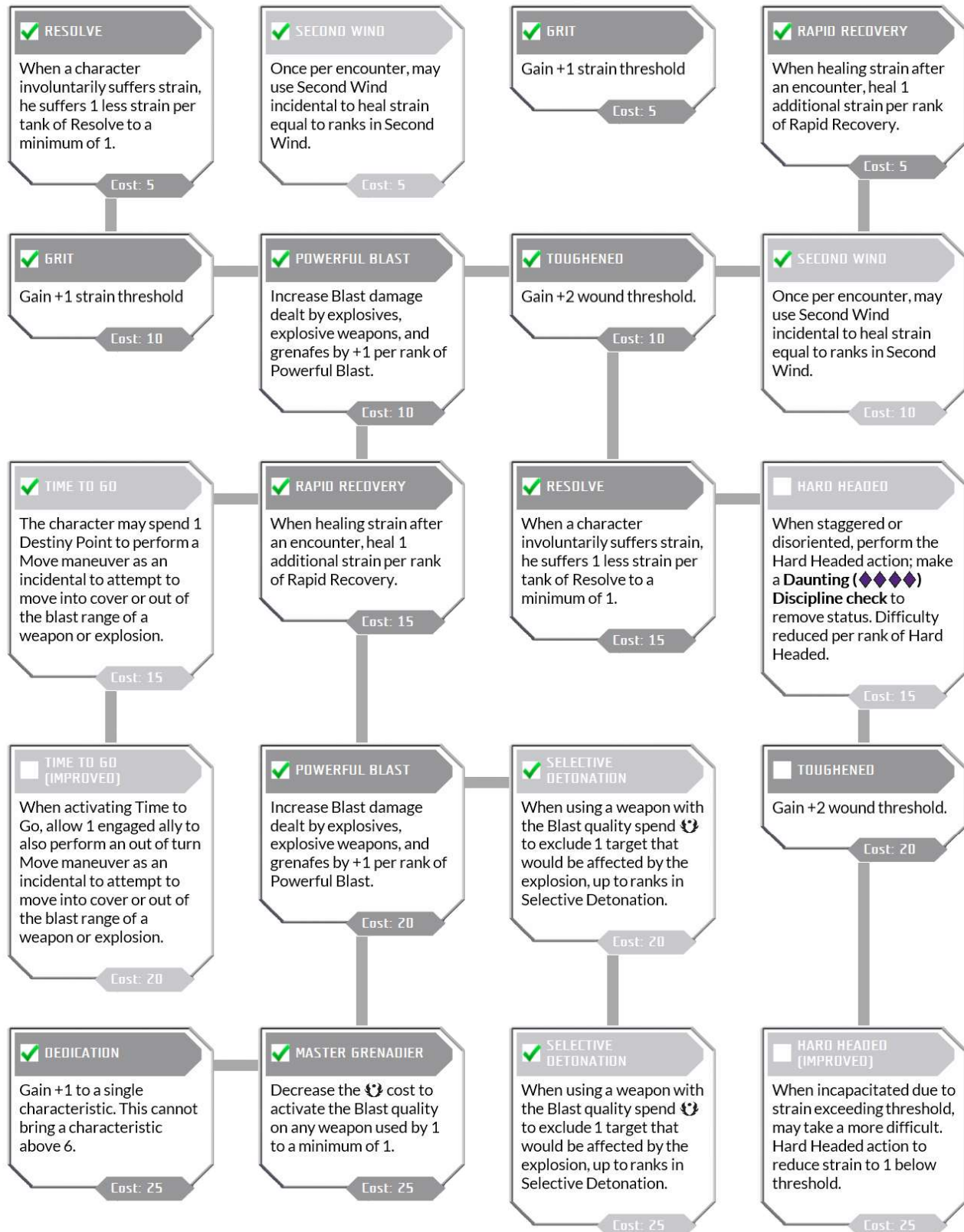
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SCIENTIST TALENT TREE



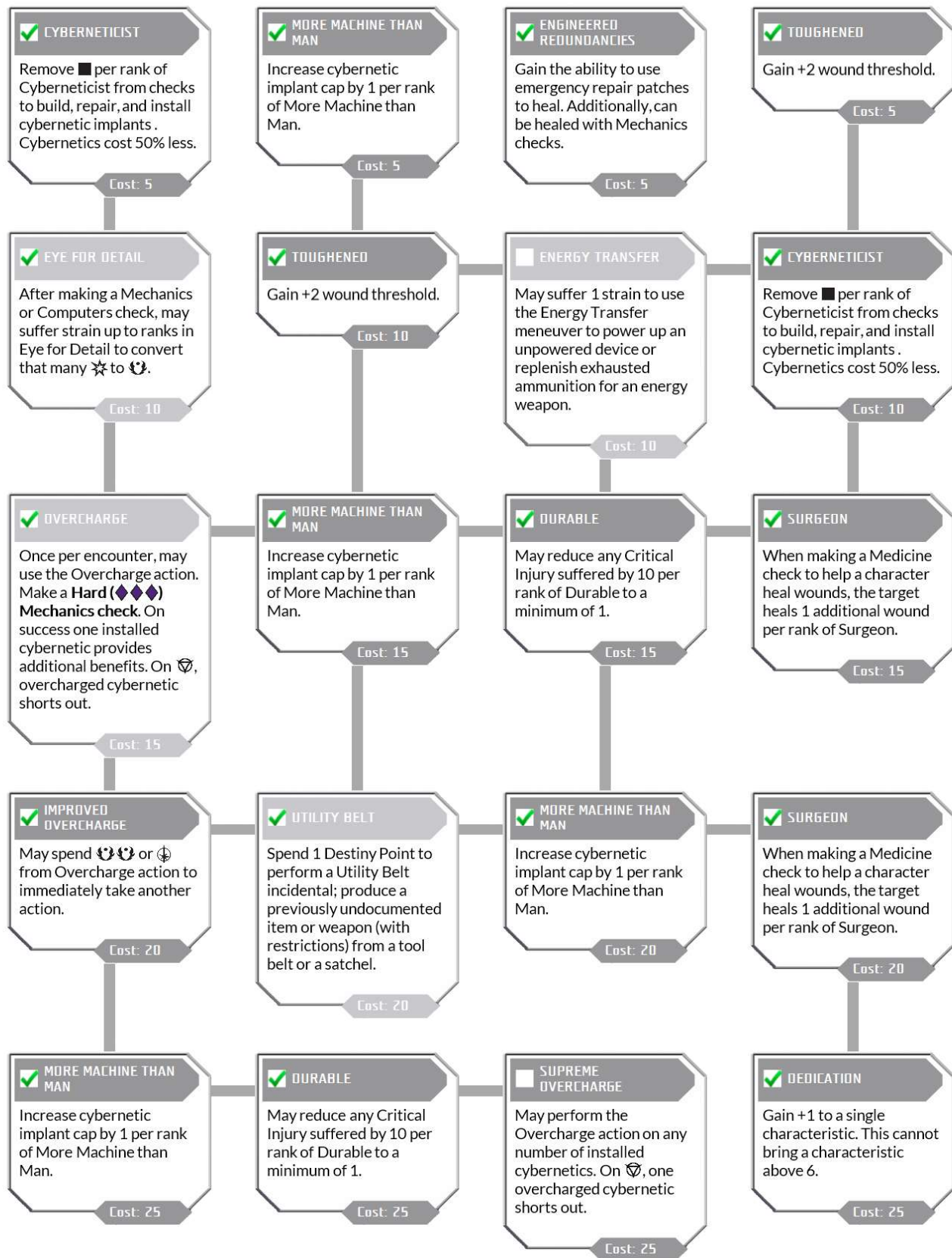
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SABOTEUR TALENT TREE



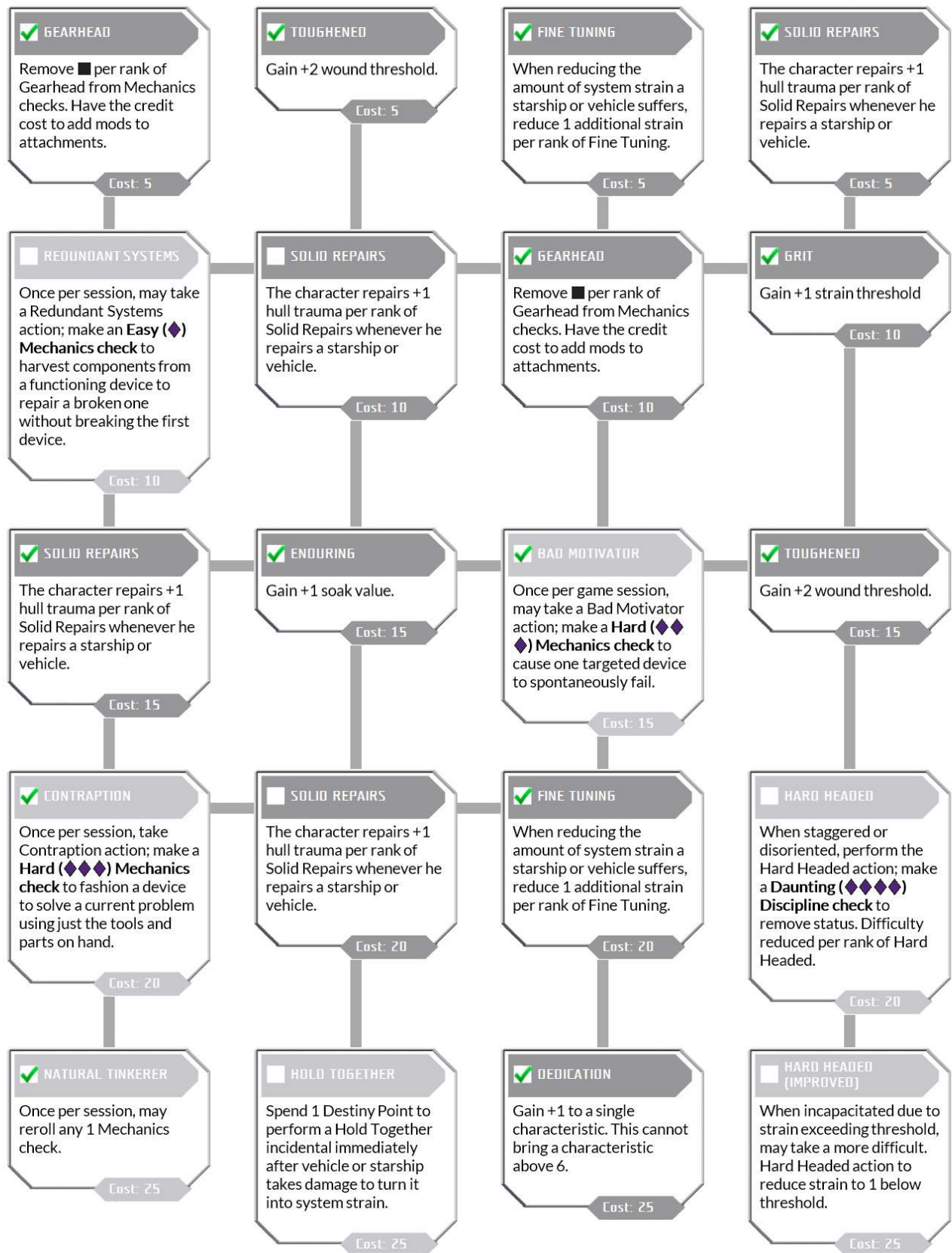
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CYBERTECH TALENT TREE



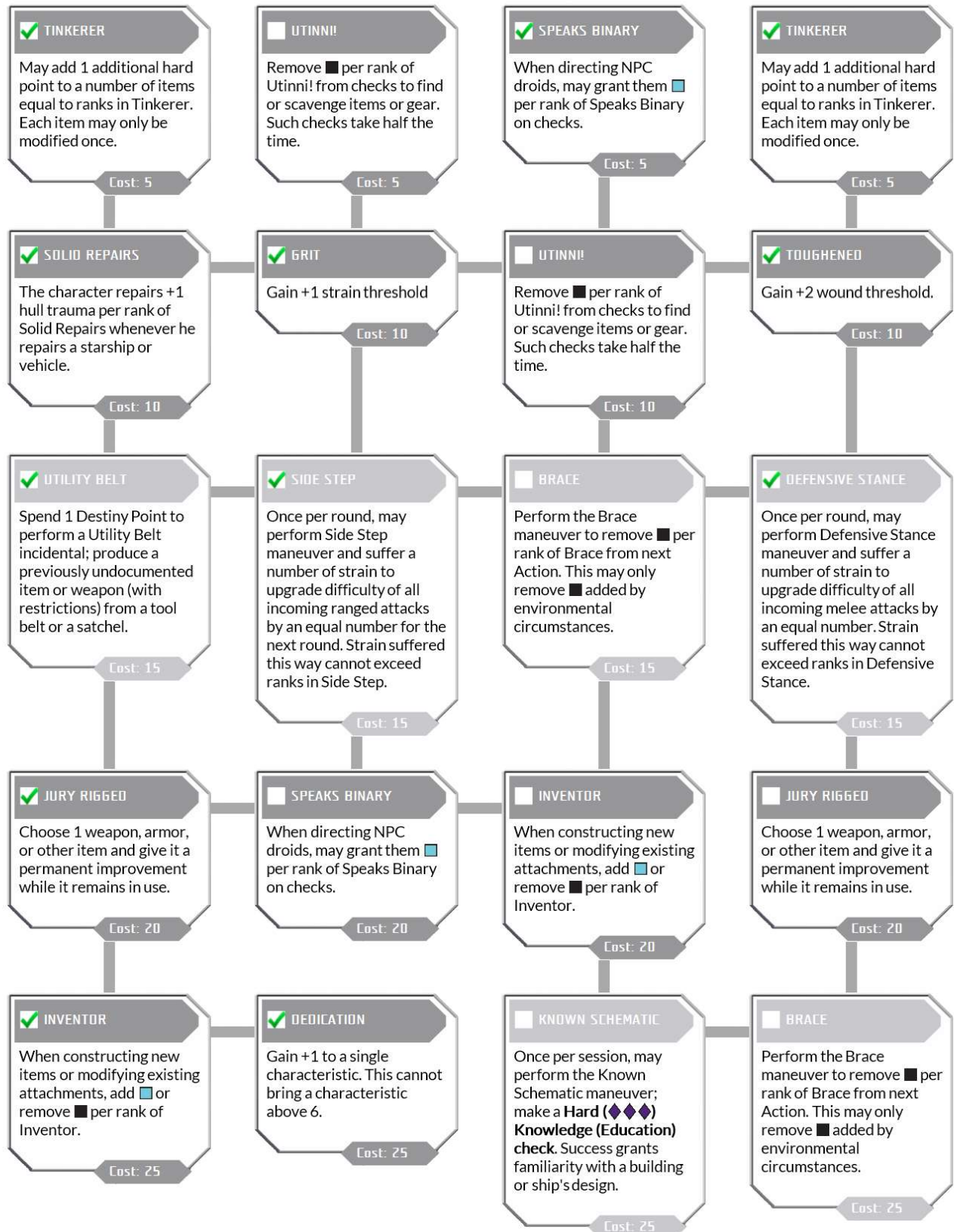
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MECHANIC TALENT TREE



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OUTLAW TECH TALENT TREE



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UNMATCHED CALIBRATION SIGNATURE ABILITY TREE

✓ UNMATCHED CALIBRATION BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to reroll up to two dice in the character's dice pool. Unmatched Calibration cannot be used on a .

Cost: 30

■ REMOVE SETBACK

May remove  instead of rerolling it.

Cost: 10

✓ INCREASE NUMBER

Unmatched Calibration affects one additional die per Increase Number upgraded purchased.

Cost: 10

■ FREQUENCY

Unmatched Calibration can be used one additional time each game session per Frequency upgrade purchased.

Cost: 10

■ INCREASE NUMBER

Unmatched Calibration affects one additional die per Increase Number upgraded purchased.


Cost: 10

■ DESTINY

Unmatched Calibration costs 1 Destiny Point instead of 2.

Cost: 15

■ MINIMIZE RISK

Downgrade one  to be rerolled with Unmatched Calibration to .

Cost: 15

■ OPTIMIZATION

Upgrade one  to be rerolled with Unmatched Calibration to .

Cost: 15

■ SHARED ACUMEN

Unmatched Calibration can also be used on the dice pool of a willing ally within short range.

Cost: 15

NOTES

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COMPANIONS

R2-99 [RIVAL]



Abilities:

Droid - Droid: Does not need to breathe, eat, or drink, and can survive in a vacuum or underwater. Immune to poisons or toxins.

Weapons:

Arc Welder - Skill: Melee (♦), Range: Engaged, Damage: 3, Critical: ○○○○○○, Qualities: Stun Damage

Gear:

ToolKit (**Gear Features:** Allows user to perform most mechanical checks to repair devices and droids)

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ENCUMBRANCE

ENCUMBRANCE	
2	14
VALUE	THRESHOLD

- You are unencumbered.

MONEY

CREDITS
27,675

ACQUIRED CREDITS

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Cybernetic Arms (Mod VI)	1	0	✓	✓	✓	Features: 1 Characteristic (Agility) Mod
Cybernetic Brain Implant	1	0	✓	✓	✓	Features: 1 Characteristic (Intellect) Mod
Biofeedback Regulator	1	0	✓	✓	✓	Features: 1 Add 2 to Cybernetics Cap Mod, Does not count toward Cybernetics Cap Mod, Cannot be installed on droids., May only install a single biofeedback regulator.
Implant Armor	1	0	✓	✓	✓	Features: 1 Increases Soak value by 1 Mod
Cyberscanner Limb	1	0	✓	✓	✓	
Implanted Cyberjack	1	0	✓	✓	✓	Features: Suffer 2 strain to decrease difficulty of Computers check to disable security or slice a computer by one.
Cybernetic Respirator	1	0	✓	✓	✓	Features: Provides benefits of breath mask and respirator., 1 Innate Talent (Blooded) Mod
Neural Recorder	1	0	✓	✓	✓	Features: Make an Easy (◆) Discipline check to recall any information experienced while recorder was running., Can copy recordings to common types of external storage devices.
Surge Override Switch	1	0	✓	✓	✓	Features: Once per encounter as an action, may make an Average (◆◆) Discipline check . If successful, may reactivate any overloaded cybernetic implants, such as from the Ion quality or similar effects, by suffering 2 strain per overloaded implant reactivated., Cannot be overloaded by the Ion quality or similar effects.
Multi-Tool Hand	1	0	✓	✓	✓	Features: A multi-tool hand provides all the benefits of a tool kit.
Astromech Droid	1	0			✓	
DUM-Series Pit Droid	4	0			✓	
Butterbug Remote	3	0	✓	✓	✓	
Military Pack	1	0	✓	✓	✓	Features: 1 Increase Encumbrance Threshold by 6 Mod, Cumbersome 2
Healer's Kit	1	2	✓	✓	✓	Features: Creating a healer's kit requires a Hard (◆◆◆) Survival check ., Allows character to use Medicine skill without penalty., Restocking a healer's kit requires an Average (◆◆) Survival check .
Emergency Repair Patch	4	0	✓	✓	✓	Features: Repairs 3 wounds on a droid. May be used up to five times a day.
Scanner Goggles	1	0	✓	✓	✓	Features: User may see normally in dark conditions
Cybernetic Weapon Implant	1	0	✓	✓	✓	Features: Contains a built-in retractable light blaster pistol
Carried Encumbrance:		2				

NOTES